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WARNING

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Do not use a front or rear projection television with your Nintendo Entertainment System™ ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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461 PLUMMER STREET, P.O. BOX 77,
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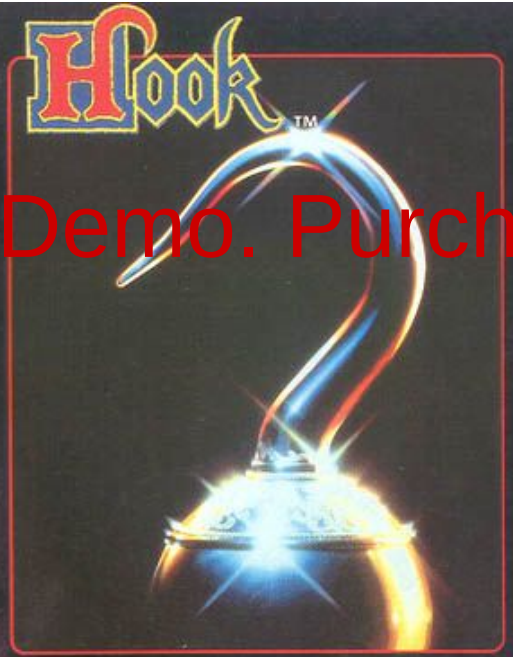

NES - 7Q - AUS

INSTRUCTION MANUAL

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Precautions

1) Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.
2) This is a high-precision game. It should not be stored in very hot or cold places. Never hit it, drop it, or take it apart.
3) Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.
4) Do not clean with benzene, paint thinner, alcohol or other such solvents.

THE STORY

PETER PAN has now grown up, far away from Neverland, but his old enemy CAPTAIN HOOK has not forgotten and schemes his revenge.

Kidnapping Peter's children, he lures our hero back to the Island of PIRATES and "LOST BOYS" for a final confrontation.

With the help of TINKERBELL the faithful fairy, you take on the role of PETER in this magic adventure fraught with danger and excitement.

THE LOCATION - NEVERLAND
THE CAST

PETER PAN The loveable hero returns to Neverland to battle his archenemy, CAPTAIN HOOK. You play the role of Peter pitted against HOOK and his pirates in an attempt to rescue your kidnapped children.

TINKERBELL PETER PAN'S assistant, whose Pixie-Dust sprinkles fairy magic on the pirates and their henchmen.

CAPTAIN HOOK The evil HOOK, adversary of our hero, has waited a long time for his revenge and will not rest until he succeeds.

SMEE The first mate, HOOK'S faithful helper determined to clamp Peter in irons.

THE LOST BOYS Inhabitants of Neverland, in league with HOOK - their leaders Rufio and Thudbutt do all they can to impede Peter's progress.

THE PIRATES (and assorted ghosts) HOOK'S crew - a nastier assortment of brigands and bullies it would be hard to imagine.

GETTING STARTED

To start HOOK:

Insert HOOK Game Pak and turn on your Nintendo Entertainment System. After a few seconds, press the START button to begin game.

HOW TO PLAY

To defeat Hook you must first find him somewhere in Neverland. Pirates and Lost Boys will hinder your progress but you can make them retreat by jabbing with your wooden sword.

First you will be presented with a map, choose your location and then complete the section to progress further. You must amass all the collectable objects on each level and reach the exit to complete the section ("EXIT" will now flash in the status panel).

Each object will appear in the panel together with the number remaining to collect - on some levels additional special items must be found, such as food for extra energy.

TINKERBELL

will appear and follow you when you collect a thimble and by pressing UP + BUTTON B she will sprinkle magic dust on the Pirates who will then float off screen.

PETER PAN

collects objects by pressing DUCK when he is over them and he can "fly" on Tinkerbell's magic dust as long as Peter has happy thoughts (Marbles).

UNDERWATER

collect the Pearls by touching Oysters only when they're open.

UNDERGROUND

collect the cakes and feed to Thudbutt for dramatic results!

IN THE AIR

to succeed Peter has to fly. To do so he needs happy thoughts (Marbles) collected from balloons, released by the Lost Boys. Touching the balloons provides the marbles but beware - Hook and the Pirates are sending up booby-trapped ones - armed with sticks of dynamite!

You can collect gold coins for extra points, but watch out for the dark thunder clouds which send out lightning.

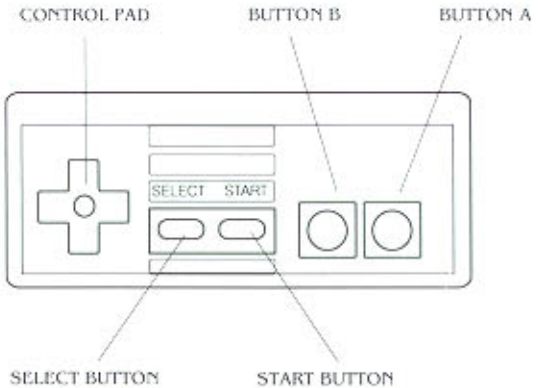
COMBAT WITH RUFIO

You must collect your magic sword by defeating Rufio in a fencing contest - each hit cuts a button off the combatants shirts, the winner removing all his opponents buttons first.

CONFRONTATION WITH HOOK

The final sequence - only by defeating Hook can you rescue the children. Watch out for "Smee" - he will appear from below deck and try to shackle you to the boat.

CONTROLS



MAIN GAME

PAUSE	PRESS START
EXTENDED VIEW	PRESS BUTTON A

(Press BUTTON A whilst in PAUSE mode for extended view)

There are two game speeds; Fast and Slow. For the slower speed, PAUSE the game (START), press SELECT, then UNPAUSE (START). Follow this procedure to revert back to the faster mode.

ON THE GROUND:

JAB	BUTTON B
JUMP	BUTTON A
RUN	Control Pad LEFT/RIGHT
USE TINKERBELL	Control Pad UP + BUTTON B
THROW BASKETBALL	BUTTON B
USE METAL DETECTOR	BUTTON B
DUCK	Control Pad DOWN (Pan can collect objects by ducking over them.)

Note: Pan can control his movement, speed and direction in the air by using Control Pad LEFT/RIGHT. Pan can jump onto ladders by pressing UP or DOWN while moving over them.

UNDERWATER:

CHANGE DIRECTION	Control Pad UP, DOWN, LEFT, RIGHT or combinations of the above.
MOVE IN CURRENT DIRECTION	BUTTON A will make Pan swim one stroke each press.

SUB GAMES

Flying Sequence:

MOVE PAN IN THE SKY	Control Pad UP, DOWN, LEFT or RIGHT
PAUSE THE GAME	START

Rufio Fight Sequence:

DUCK/PICK UP	Control Pad DOWN
JAB	BUTTON B
SLASH	BUTTON B + Control Pad UP
WALK	Control Pad LEFT/RIGHT
CHANGE DIRECTION PAN IS FACING	BUTTON A
JUMP OUT OF WAY	BUTTON A + Control Pad LEFT/RIGHT
PAUSE THE GAME	START

Hook Fight Sequence:

DUCK/PICKUP	Control Pad DOWN
JAB	BUTTON B
SLASH	BUTTON B + Control Pad UP
WALK	Control Pad LEFT/RIGHT
REMOVE IRON BALL FROM FOOT	BUTTON A
JUMP	BUTTON A + Control Pad LEFT/RIGHT
PAUSE THE GAME	START

OPTION PAGE

To move the pointer and select options you must use Pad 1.

Move pointer up	Control Pad UP
Move pointer down	Control Pad DOWN
Select an option	START

MAP SCREEN

Move the compass needle	Control Pad LEFT, RIGHT, UP or DOWN or combinations of the above.
To travel in the current direction	BUTTON A

HIGH SCORE

To change letter	Control Pad UP or DOWN
Enter the current letter	BUTTON A
Delete current letter	BUTTON B
Accept Name	START

MENUS

OPTION PAGE

The options are:-

START	Starts the game from the beginning.
CONTINUE	Continues from the previous game position. There are only 3 continues allowed - you then have to select START.
HIGH SCORE	Displays the current Hi-scores - Press START to Exit.
PLAYER 1/2	Selects either a 1 or 2 player game.

MAP SCREEN

This shows the Island of Neverland. Your current position is marked by a cross. The compass at the bottom right of the screen shows your direction of travel - move the compass needle to change direction. If a place name appears under the compass you may travel in that direction.

TINKERBELL DISPLAY SCREEN

Tinkerbell will give you hints and information to guide you on your way. Press START to Exit.

HI-SCORE ENTRY

If your score is greater than the ones in the hi-score table Tinkerbell will ask you to put in your name.

THE STATUS PANEL (IN-GAME)

The Status Panel displays:-

1) Score
2) Power Meter and Lives
3) Number of Thimbles Held
4) Number of Marbles held
5) Number of objects still to be collected

HINTS AND TIPS

1. Learn to accurately control Peter's jumping abilities.
2. You may discover an Exit before you are able to use it, make a mental note of the location.
3. Explore - useful objects can be found in the most unusual places.
4. Read Tinkerbell's messages carefully, they may contain more than meets the eye.
5. Marbles are rather scarce, so use Tinkerbell only if you're really trapped.

GOOD LUCK !!

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